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| <div><div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. You gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. You gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     | <div><div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. You gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     | <div><div><div>Absorb</div><div><div>W</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. You gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                          |
| <div><div><div>Castle Ardenvale</div></div><div><div>Land</div><div>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Create a 1/1 white Human creature token.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Castle Vantress</div></div><div><div>Land</div><div>This land enters tapped unless you control an Island.<br/>{T}: Add {U}.<br/>{2}{U}{U}, {T}: Scry 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Castle Vantress</div></div><div><div>Land</div><div>This land enters tapped unless you control an Island.<br/>{T}: Add {U}.<br/>{2}{U}{U}, {T}: Scry 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Censor</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Censor<div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Censor<div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Censor<div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Deserted Beach<div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |
| <div>Deserted Beach<div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div>Dovin's Veto<div><div>W</div><div>U</div></div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div>Dovin's Veto<div><div>W</div><div>U</div></div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div>Eiganjo, Seat of the Empire<div></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Farewell</div><div><div>4</div><div>W</div><div>W</div></div></div><div>Sorcery</div><div>Choose one or more --<br/>* Exile all artifacts.<br/>* Exile all creatures.<br/>* Exile all enchantments.<br/>* Exile all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fateful Absence</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller investigates. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Field of Ruin</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Field of Ruin</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Glacial Fortress</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Glacial Fortress</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Glacial Fortress</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div><div>Glacial Fortress</div></div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |

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| <div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |
| <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                | <div><div>Irrigated Farmland</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>This land enters tapped.<br/>Cycling {2} ( {2} , Discard this card: Draw a card .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Irrigated Farmland</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>This land enters tapped.<br/>Cycling {2} ( {2} , Discard this card: Draw a card .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Irrigated Farmland</div><div>Land -- Plains Island</div><div>( {T} ): Add {W} or {U} .)<br/>This land enters tapped.<br/>Cycling {2} ( {2} , Discard this card: Draw a card .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Irrigated Farmland</b></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  |
| <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>March of Otherworldly Light</b> (X)(W)</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 U U

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.

Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)

When you cycle this card, create an X/X blue Shark creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤ ⑥

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.

Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)

When you cycle this card, create an X/X blue Shark creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W U

This spell can't be countered.  
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W U

This spell can't be countered.  
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W U

This spell can't be countered.  
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W U

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.

[-3]: Put target nonland permanent into its owner's library third from the top.

[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W U

```
[+1]: Draw a card. At the beginning
of the next end step, untap up to
two lands.
[-3]: Put target nonland permanent
into its owner's library third from
the top.
[-8]: You get an emblem with
"Whenever you draw a card, exile
target permanent an opponent
controls."
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| <div> <div> Teferi, Hero of Dominaria 3WU </div> <div> Legendary Planeswalker -- Teferi </div> <div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> </div> <div> <div>L</div> <div>4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Teferi, Hero of Dominaria 3WU </div> <div> Legendary Planeswalker -- Teferi </div> <div> <div> <div>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</div> <div>[-3]: Put target nonland permanent into its owner's library third from the top.</div> <div>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</div> </div> <div> <div>L</div> <div>4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> <div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> The Wandering Emperor 2WW </div> <div> Legendary Planeswalker </div> <div> <div> <div>Flash</div> <div>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.</div> <div>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.</div> <div>[-1]: Create a 2/2 white Samurai creature token with vigilance.</div> <div>[-2]: Exile target tapped creature. You gain 2 life.</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Aether Gust 1U </div> <div> Instant </div> <div> <div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                       | <div> <div> Aether Gust 1U </div> <div> Instant </div> <div> <div> <div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div> <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                       | <div> <div> Dovin's Veto WU </div> <div> Instant </div> <div> <div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                                | <div> <div> Dovin's Veto WU </div> <div> Instant </div> <div> <div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                                                                                                                |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div> Hullbreaker Horror 5UU </div> <div> Creature -- Kraken Horror </div> <div> Flash<br/> This spell can't be countered.<br/> Whenever you cast a spell, choose up to one --<br/> * Return target spell you don't control to its owner's hand.<br/> * Return target nonland permanent to its owner's hand.<br/><br/> <div>[sideboard]</div> <div>7/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Leyline of Sanctity 2WW </div> <div> Enchantment </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Leyline of Sanctity 2WW </div> <div> Enchantment </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Mystical Dispute 2U </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell.<br/> Counter target spell unless its controller pays {3}.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                           |
| <div> <div> Mystical Dispute 2U </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell.<br/> Counter target spell unless its controller pays {3}.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                         | <div> <div> Narset's Reversal UU </div> <div> Instant </div> <div> Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                               | <div> <div> Portable Hole W </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                 | <div> <div> Portable Hole W </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br/><br/> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Settle the Wreckage</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |  |